



ArchiveOS

COMPUTER VERSION

Starting Up...

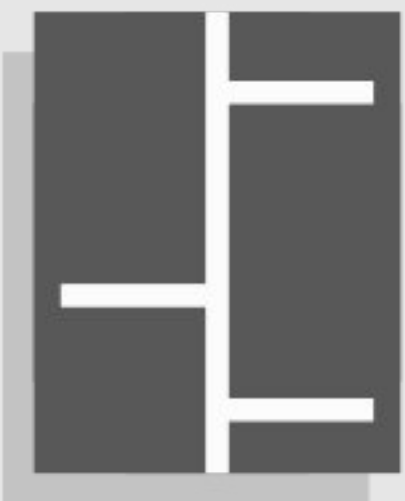




MAIL.box



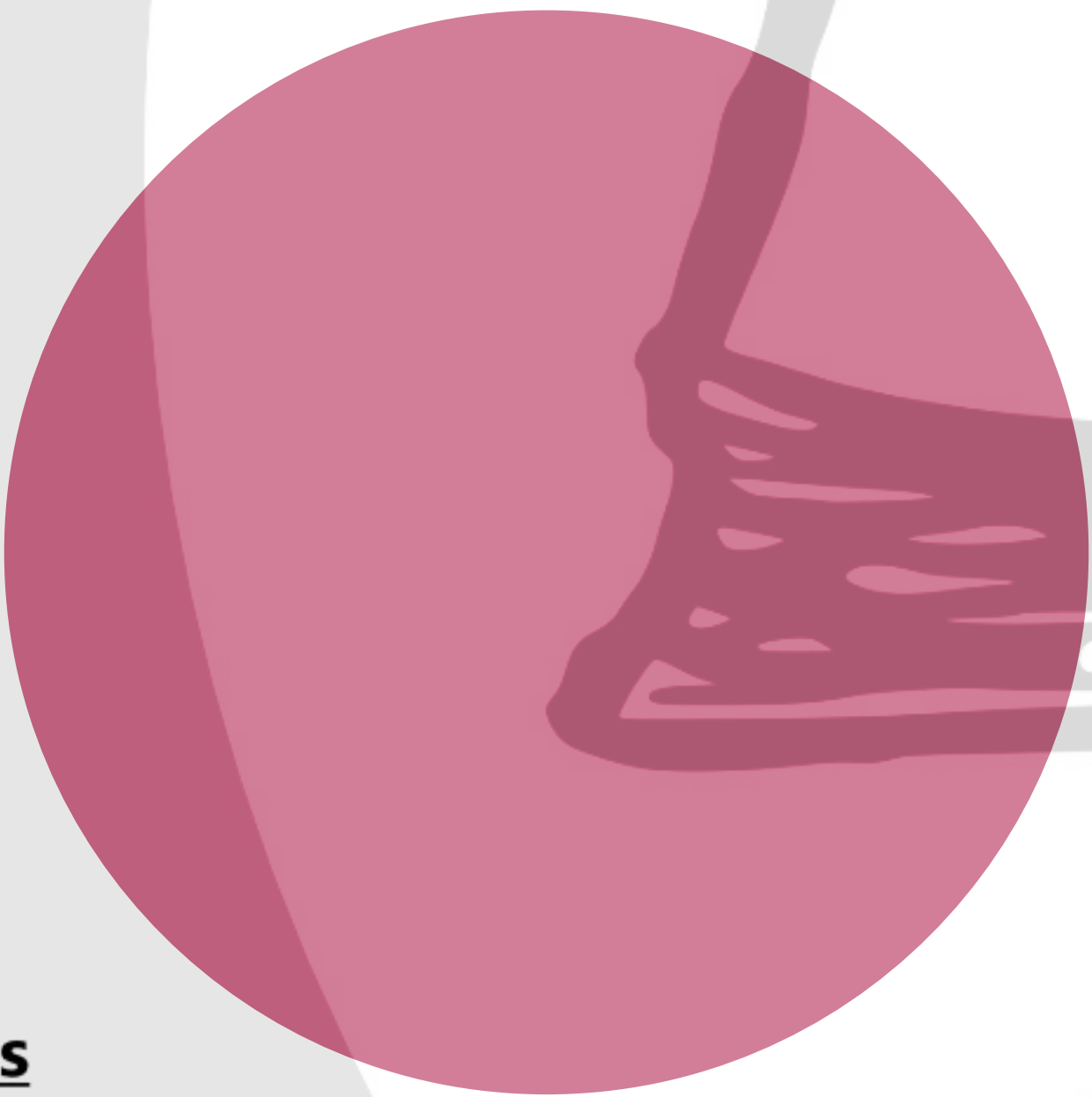
GAME.prompts



TIME.line



RESOURCE.links



Created by
Michael Klamerus & mv
Based on ForeverDex by
Adam Vass
<https://worldchampgameco.itch.io/foreverdex>



Mailbox



FROM: A. BOOKS - ARCHIVING LEAD
SUBJECT: Newcomers

Greetings volunteer! Welcome to the ArchiveOS (Archie for short) team. As you know, we have received many obscure video games delivered to our storage unit in [REDACTED]. You are probably holding one of those in your very own hands right at this moment. Your job will be to use Archie's superb (almost magical) emulation capabilities to play that game and note your experience with it. If you manage to figure out the history behind it, that would also really help our archival efforts.

Best of luck,

A. Books

FROM: A. BOOKS - ARCHIVING LEAD
SUBJECT: Tutorial

Find

Archie (short for ArchiveOS) will ask you to type in the **product code** of your game. It is the **four digits** you find on your discord tag or the five digits of your postal code. Use the table to find out more about the game, such as the genre, theme, platform, one of the game's features, and what was packed in with the game (also known as a feelie) if you have a fifth number. You can swap the digits in any order you like to get a result you prefer.

The five number classification system only works if you live in the US. If you do not, please search for other numbers in the mailing address that you can use instead.

Code: 2197

2: FPS, 1: Fantasy, 9: Portals94, 7: Multi Theme! + Fishing.

Fishing Portals Simulator. One of the shooter looter games where you have to jump through portals to hell in order to collect the rarest fish and win the fishing championship.

Sum up the digits of your product game to see the amount of time it took you to beat the game. Think about if it's around the average, too long or too short? Did you replay it or had to restart? Note down your findings in a short entry.

2+1+9+7 = 19 days to beat the game. The last portal was a bit tricky, but I managed to catch that legendary Hell Salmon.

Note

Once you have learned more about the game, **describe it** using the fields on the form. Be sure to include the name of the game, product code, year released, platform, gameplay notes, and historical notes.

Fishing Portals Simulator, released in 1995 on Portals94. Gameplay consisted of controlling a fisherman from a first person perspective. At the start of the game you wield a simple fishing rod, but as you progress through more and more portals you unlock new rods (including magical ones). The goal of the game is to catch legendary fish that live in the world where the portals lead. You also have to fight off the occasional demons. There was even an option to publish your fish to an online forum.

After the game has been documented, use the space on the left side of the form to recreate the box art. Covers of video games often include the **elements from the game** and the **title**, but they could also have very little to do with the game or make the game look much more exciting than it really was.

Send

Once the game has been documented, send the form and instructions to a friend who can help us in our archival efforts. If you have received a sheet, please scan it if it came in the mail or save the document from discord and upload it to our Itch.io page at <https://michael-klamerus.itch.io/archiveos>.

Game Prompts

	Genre	Theme	Platform	Feature	Feelies
0	Adventure	Pirates	Admiral64	FMV	Journal
1	Platformer	Fantasy	Capsule Computer 400	Multiplayer	Map
2	FPS	Space	IM-98	3D Graphics	Manual
3	Strategy	Modern	The BX Breccy	Voice Acting	Sticker
4	Educational	Fishing	ABC Seedling	Procedural Generation	Cassette
5	Puzzle	Cars	SFX	Tabletop Game Adaption	Pin
6	RPG	Horror	The Admiral Amigo	Shareware	Calendar
7	Sports	Comedy	Worldwide Business Computer Individual Machine - WBC IM	Multi theme! (choose one more theme)	Postcard
8	Simulation	Abstract	Orange Tangerine	Based off IP	Badge
9	Arcade	Romance	Portals94	Bundled with Peripheral	Book

The Orange II was a personal computer released by Orange Inc. in 1977. The computer was a huge success because of its user-friendly design, the screen text having a friendly orange glow, and the computer case having an elegant sphere shape. The computer supported hardware upgrades, allowing it to eventually support colors other than orange and making it a popular computer until the late 80s.

The Capsule Computer 400 was released in 1979 by Capsule Computers LLC. Pitched as the first portable computer, the CC400 weighed 30 pounds and could fit in a suitcase for business people that were on the move. While intended for business software, the CC400 developed a library of games aimed towards adults such as Airline Simulator and Mutiny on the Stock Market.

The Worldwide Business Computer Individual Machine, shortened to WBC IM, was launched in 1981 and the first line of computers to use the File Operating System (FOS), operating system. It wasn't the most technically advanced machine at the time but the wide variety of models, low cost, and support from many software developers made it the dominant computer by the end of the 80's and FOS remained the most popular OS until Portals took over in the early 90s. The FOS OS is still talked about on podcasts like FOS Game Club and streams by popular influencers like FOS Nostalgia.

The Individual Machine-9800, shortened to the IM-98, was a line of computers released in Japan in 1981. The machine's reasonable price for the power it offered helped the machine become a massive success in Japan. Even though the machine wasn't built for gaming, it became known for its large library of slower paced story focused games like point-and-click adventure games and visual novels.

The ABC Seedling was a computer released in 1981 and placed in many British schools as part of Britain's Great Programming Initiative that was launched at the beginning of the year to boost computer literacy. While initially finding success as a platform for educational software, the platform also had moderate success as a home computer.

The Admiral64 was a computer released by Admiral Worldwide in 1982. Its low price and ease of development for home programmers helped it become the all-time best selling computer model during the 1980's. The computer made up roughly 40% of computer sales during the mid-80s and boasted a large software library that impressed users with its 16-color display and floppy disk drive.

The BX Breakout, nicknamed the Breccy for its fried egg-like shape, was released in 1982 by Sheffield Software. Due to its low price, it was a huge hit with British families and became the first computer to have mainstream success in the UK. The computer could output up to four colors at once, had a rubber keyboard, and a tape deck.

The SFX is a computer released in Japan in 1983. The impressive 15 color display and ease to develop made the SFX a popular platform for hobbyist game developers. The computer was released a few years before the video game console industry took off in Japan and was where many notable Japanese game developers got their start.

The Orange Tangerine was the follow up to the Orange II and was released by Orange Inc. In 1984. While sales of the machine were initially slow because of its high cost, it eventually became loved for its high resolution black and white display, orb-shaped case, and The Wand, a device that helped even the most technically inexperienced user navigate the computer with ease.

The Admiral Amigo was the followup to the Admiral64 by Admiral Worldwide in 1986. With its powerful 16-bit processor, it became a popular platform for games, digital artwork, and music production. It also became popular with hackers who tried to push the platform to its limits and have parties where they would stay up all night creating the most technically advanced demos. While Admiral Worldwide is no longer around, their machines have a dedicated following to this day.

Portals94 was an operating system released in 1994 by the MacroSoft Corporation that was supported by many computers at the time. The OS made computers much easier to use, greatly expanding the user base, and helped launch what is known as The Multimedia Era with multimedia cd-roms that dominated much of the mid-90s. These cd-roms moved away from traditional games and were mainly focused on providing a memorable experience through the use of live action video, photo realistic pictures, and high quality audio.

The operating system **PortalsEXP** was released by the MacroSoft Corporation in 2001 and brought in what is known as The 3D Age in computer games. The operating system relied on users navigating a 3D space to locate files and soon users expected all computer games to meet this standard as well.

Resources

With many video game companies either closing or ignoring their catalog of games, there are people all over the world spending their time preserving games before they are lost forever.

This can include people ripping games from a disc or cartridge and uploading it to the internet, but preservation can also include saving the materials from the marketing or design of a game, preserving the source code, and interviewing the developers of a game to learn about the history. Even companies as big as Nintendo have games that are missing and have people searching for copies of the game to save it.

Helping with game preservation efforts can be as simple as looking through your cd-rom collection to see if there's an obscure game or magazine demo disc that doesn't appear to be anywhere online, or scanning issues of your old games magazine collection.

If you would like to learn more about games preservation efforts, here are some places to visit:

The Video Game History Foundation <https://gamehistory.org/>

Gaming Alexandria <https://www.gamingalexandria.com/wp/>

Forest of Illusion <https://illusion.64history.net/>

Internet Archive <https://archive.org/>

Games Preservation Society <https://www.gamepres.org/en/>

Unseen65 <https://www.unseen64.net/>